PROXIMITY AS AN AID TO CACHING AND SECONDARY SERVING OF DATA

Abstract of the Disclosure

5   A proximity-based content control method "propagates" or positions content based upon "proximity" between various nodes on a network. The nodes between which the content is propagated include content libraries, servers, and clients. In one case, the relative proximities of two content servers to a particular client or group of clients determines which of these servers serves client requests. In another case, the method employs anticipatory

10   loading of content from a library to a server based upon the server's proximity to a given client-base. Yet another application involves adding or removing server capacity to a network based upon proximity to clients. Another application applies proximity affects to cache release algorithms. A "content control system" calculates proximity dynamically and automatically decides whether to move content based upon the proximity calculation.